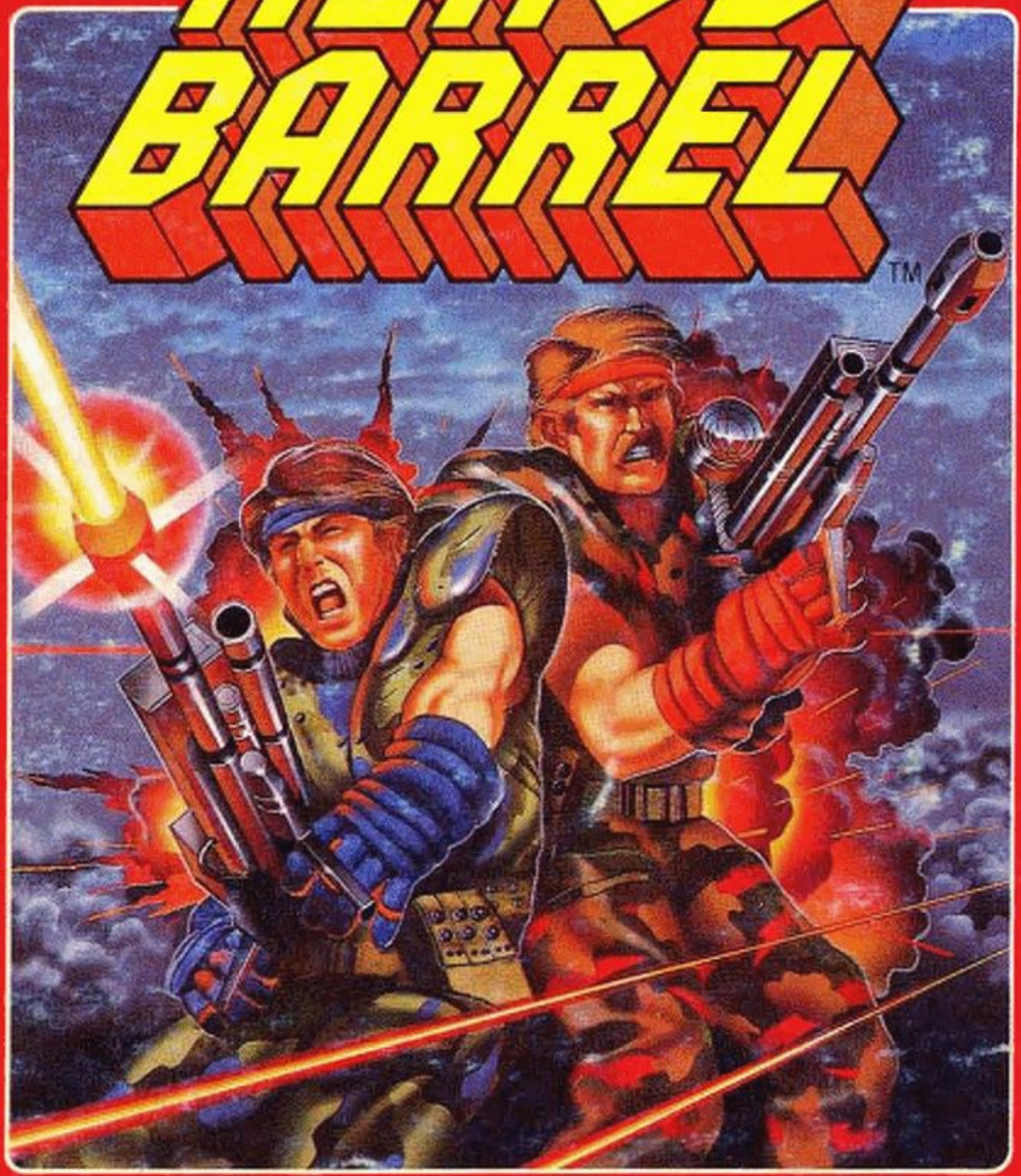
NES-HV-USA

HEAVY BARREL



INSTRUCTION MANUAL

DATA EAST

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

This game is licensed by Nintendo® for play on the

Nintendo ENTERTAINMENT SYSTEM®

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PRECAUTIONS

1) Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
2) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
3) Avoid touching the connectors; do not get them wet or dirty. This may damage the game.
4) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

MISSION OBJECTIVE

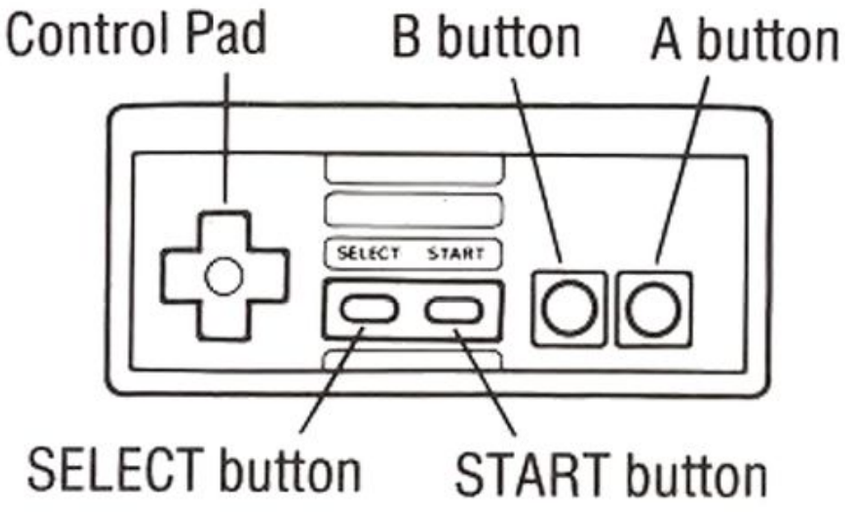
The Impossible – and unthinkable – has happened. Terrorists have seized the underground control complex of a nuclear missile site. It's up to you to infiltrate the installation and eliminate the leader of the terrorist army before they can launch the missiles.

You won't find the job an easy one. The formidable defenses of the subterranean fortress – powerful tanks, treacherous waterways, narrow bridges – are now in the hands of terrorists. And if that isn't bad enough, the only weapon that gives you a chance against the terrorists – Heavy Barrel – is inside the installation itself.

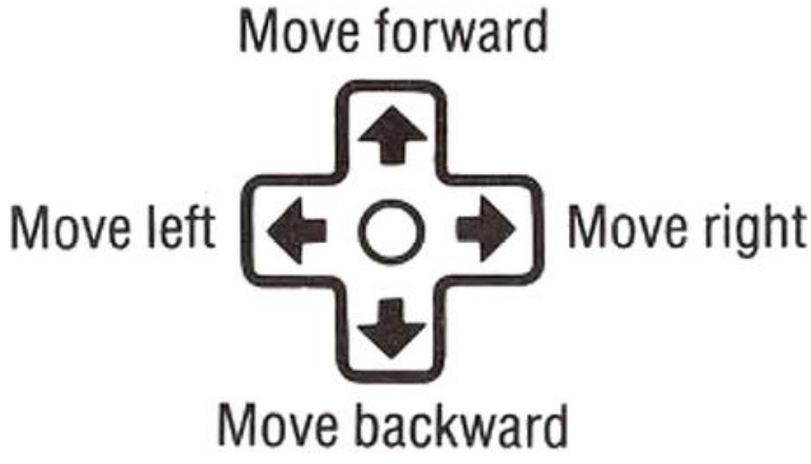
You have one bit of luck on your side – the terrorists don't know that Heavy Barrel exists. Just before the fortress fell, a clever technician took the gun apart, locked the pieces in six different storage lockers, and scattered the keys throughout the fortress. Once you've battled your way inside, you have to find the keys and reassemble the gun.

Brute force alone won't defeat the terrorists. It'll take strategy and resourcefulness. This isn't a job for just anyone. That's why you're here.

CONTROLLER PARTS AND OPERATING INSTRUCTIONS



Control Pad



During the game, your controller buttons perform the following functions.

A Button: Fire the machine gun, laser gun, pellet gun, or flame thrower.

B Button: Throw a grenade, use a smoke bomb or the mace.

START Button: Pauses the game. To resume, press START button again.

GETTING STARTED

To start Heavy Barrel:

1) Make sure that your Nintendo Entertainment System is off, then put the Heavy Barrel Game Pak in the system.

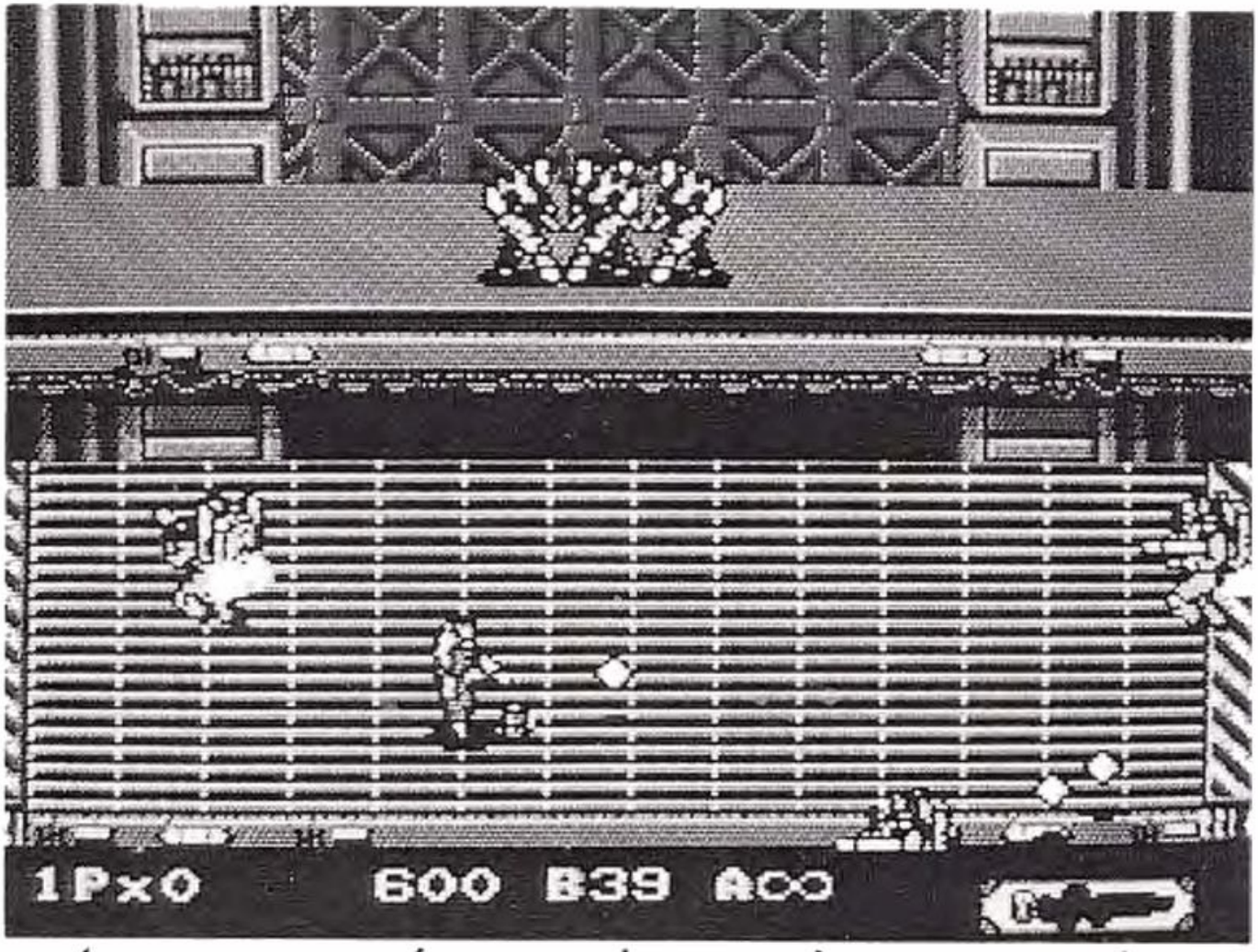
2) Press the POWER button on the front of the system to display the title screen.

3) If you're playing alone, make sure the controller is plugged into socket 1, then press the START button on the controller.

If you're playing with someone else, press the SELECT button on controller 1 to choose 2 PLAYER, then press the START button on controller 1.

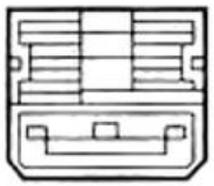
The game begins.

THE GAME SCREEN



OBJECTS

Keys. You need to pick up keys so that you can open the lockers where the parts of Heavy Barrel are hidden. Red terrorists carry the keys. You can carry only four keys at a time.

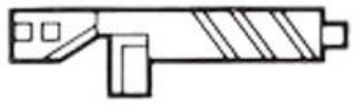


Locker. Lockers contain the pieces of Heavy Barrel, weapons, and ammunition. If you have a key, you can open a locker and pick up its contents.

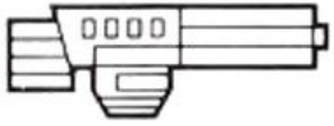
WEAPONS

Firearms

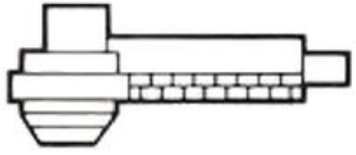
You can carry only one type of firearm (machine gun, laser gun, pellet gun, or flame thrower) at a time – unless you're carrying Heavy Barrel. If that's the case, you keep in reserve the weapon you were carrying when you finished assembling Heavy Barrel, and you automatically go back to that weapon when Heavy Barrel's time is up. You can pick up ammunition for the reserve weapon while you're carrying Heavy Barrel. If you die, you lose whatever weapon you were carrying.



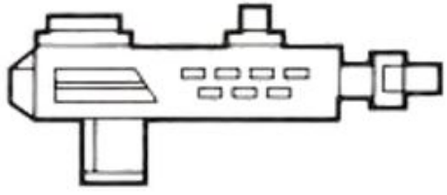
Machine Gun. Your basic weapon. Unlimited ammunition. If you run out of ammunition for any of the other fire arms, you automatically go back to using the machine gun.



Laser Gun. Fires powerful blasts, one at a time. Limit: 90 blasts per weapon.



Pellet Gun. Fires a spray of five bullets simultaneously. Limit: 90 sprays per weapon.



Flame Thrower. Shoots fireballs, one at a time. Limit: 90 fireballs per weapon.

Heavy Barrel. Super-powerful blasts, one at a time. Limit: 99 seconds. (As soon as the time runs out, you can start reassembling another Heavy Barrel.)

Hand Weapons

You can carry only one type of hand weapon (grenade, smoke bomb, or mace) and keep another one in reserve at the same time. The weapon you picked up most recently is the one you use first; as soon as you use up that weapon, you go back to the one in reserve. If you die, you lose whatever weapons you were carrying.

Grenade. Basic hand weapon. Limit: 50.

Mace. Destroys anyone within reach as it swings in a full circle around you. Limit: 40 uses for each mace.

Super Grenade. Twice as powerful as a standard grenade. Limit: 40 at a time.

Smoke Bomb. Slows down the terrorists' guns and cannons. Limit: 40 at a time.

Other Weapons

Star Shield. Star Shields circle you at a distance, destroying any terrorists they come in contact with. After a time, the stars lose their energy and disappear.

HAZARDS

In addition to the terrorists and their armaments, you need to watch out for other hazards:

Vermin. Poisonous insects. Death is instantaneous if one touches you.

SCORING

Terrorist	100
Machine Gunner	200
Terrorist with Jet Pack	200
Fixed Gun Turret	500
Fortified Gun Bunker	500
Mobile Gun Turrets	500
Coal Car	600
Tank	1,000
Helicopter	2,000
T-99 Super Tank	159,400
Manipulator Arm	10,000
Armored Anti-Personnel Vehicle	10,000
Grinder	100,000

BRIEFING

The Missile Control Complex is made up of six defense perimeters and the Launch Authority Security Area. Each defense perimeter is separated from the next by massive doors of steel-reinforced concrete that are several feet thick. The terrorists have sealed the doors, and the only way for you to get from one perimeter to the next is by blasting a hole through the door. (Some weapons are less powerful than others; when using a less powerful weapon, it will take more ammunition to pierce the door.)

There are guns and ammunition scattered throughout the complex. Pick them up as you need them.

PERIMETER ONE: Surface Defenses

You'll be carrying only a machine gun and 50 grenades with you when you land. The floaters that appear are harmless. You can use them for target practice.

Your prime objective – in addition to staying alive – is to find the six disassembled parts of Heavy Barrel. The red terrorists have the keys that open the lockers located throughout the complex. The only way to get a key from a terrorist is to destroy him. He'll drop it, then you can pick it up. You can carry only four keys at a time, so if you're in a spot where you can either pick up a key or open a locker, open the locker first, then pick up the key.

Any key opens any locker, but there are more lockers than keys, so use the keys you find wisely. Not all the lockers contain parts of Heavy Barrel. Some contain weapons or ammunition.

Assemble Heavy Barrel as fast as you can. You can use it for only 99 seconds once you've completed its assembly, but you can start assembling another one as soon as time runs out.

The first terrorists you meet will be on foot. Don't let that fool you. Their cohorts are well hidden and heavily armed. You'll also face tanks, fortified gun emplacements, attack helicopters, and terrorists flying above you wearing jet packs. Keep your head up.

PERIMETER TWO: Weapons Assembly Area

The second perimeter won't be any fun and games. The worst part is that you have to take a couple of elevator rides to get to the other end. Elevators are bad news because you're a sitting duck – you can move only as fast as the elevator does, and there's no place to hide. You can be sure the terrorists have stationed themselves anywhere and everywhere they can to get a shot at you.

If you make it to the end of the second elevator ride, you'll find another obstacle separating you from the blast door – a set of hazardous manipulator arms. A blow from either of the arms is enough to instantly crush you.

PERIMETER THREE: The Quarry

When you reach the quarry, you'll find a maze of railroad tracks patrolled by terrorists in coal cars. You'll have to dodge not only the hail of bullets, but the cars themselves.

Guarding the door at the far end of the quarry is a deadly armored anti-personnel vehicle.

PERIMETER FOUR: The Maze

The fourth defense perimeter is a maze of stairways. You'll have to zig-zag your way through the terrorists like a quarterback in the Super Bowl. The major obstacle you'll face is the Grinder – you'll recognize it when you see it.

PERIMETER FIVE: The Reactor Area

Perimeter Five is one of the most treacherous. It contains cooling tanks for the spent fuel rods from the nuclear reactor that powers the entire complex.

You'll take an elevator down to a level below the surface. There you'll have to make your way along narrow walkways that separate the cooling tanks. Watch out for the T-99 and the Grinder waiting for you at the far end of the perimeter.

PERIMETER SIX: The Abyss

The Abyss, the final defense perimeter, leads down to the deepest point in the complex – the Launch Authority Security Area.

You'll first have to make your way past a series of the terrorists' fortified positions. Snipers have climbed to the top of barriers, ledges, and machinery posts – anywhere they can get a shot at you from above. You won't find them easy to deal with.

The elevator ride you take to get down to the command bunker will seem like – and may well be – the longest ride of your life. Once you reach the security area level, you'll have to battle your way past attack helicopters, fortified gun positions, and an onslaught of terrorist commandos to reach the blast door that seals off the command bunker.

LAUNCH AUTHORITY SECURITY AREA

The six defense perimeters that surround the Launch Authority Security Area were designed to stop anything short of a full-scale invasion. The Launch Authority Security Area was designed to stop even that. You can be sure that you'll never retake the Security Area from the terrorists without Heavy Barrel.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

Data East USA warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

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